

ABSTRACT OF THE DISCLOSURE

A game playing system comprises a game device such as a pachinko machine, a management server, and at least one shop server, all of which are interconnected together via a network. When the player operates the game device to play a prescribed game (e.g., pachinko game), its score is communicated to the management server. Hence, the management server communicates to the game device a URL specifying the shop server that provides commodities or services as a prize for a consideration of the score of the prescribed game. The player selects a desired commodity or service as the prize, so that the shop server automatically sends it to the player without charging its cost to the player. The game device can be installed at home or at a prescribed game hall (e.g., pachinko hall).

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